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> The Editor's Podiumâ ¢

Atari is definitely on the march, after reviewing the cumulative results of the Anaheim show it becomes very evident that Atari has begun its full recovery efforts in taking its place in the US marketplace.

Sig Hartmann, Atari's "Ambassador at Large", has begun placing a vigorous effort into the Atari masterplan for regaining the US market. In the coming months, we will see Antonio Salerno and Joe Mendolia create a virtual "blitz" by Atari with new products in both the hardware and software fields. In keeping with Atari's wise preamble, we are not at liberty to discuss products not ready for immediate release, but Sam and Co. ARE going to "knock your socks off"! Atari is back .

Overall, the future for Atari is brighter now then it has been all year, we at STReport are proud to part of the resurgence of Atari in the US Market. Truly, Atari is back.

Many thanks to all the readers who have expressed their thanks for the articles we have been carrying and in particular, the compliments for our originality and forth rightness.

Ralph....

"ATARI IS BACK!"

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> CPU REPORTÂ ¢

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by Michael Arthur

Remember When....

Apple management put Chris Espinoza, Apple Employee Number 9, in charge of development in BOTH the HyperCard and A/UX (Apple Unix) projects at the same time, with the premise that these endeavors were small enough for one man to manage alone with only a reasonable amount of difficulty?

CPU Systems Roundupâ ¢ VIII

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Practical Dream Computer Systems I: Power without the Price

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Part I

In the computer user's quest for faster, more powerful systems that will do more than the "older" computers, much of the focus in the computer industry has been on the high-end of the market, showcasing low-end workstations like the NeXT system, or high-end microcomputers, such as IBM Clones using the 80386 chip. Since these computers are VERY expensive, we try not to pay attention to them, but ultimately we find ourselves fantasizing about what would be our Dream System, the one computer that we would have really gotten IF we had the money. But even though the majority of computer owners end up buying low/middle end computers, it seems that, instead of dreaming about owning a Dream System one day, it would be better to think about how to make a Dream System that, while providing great power and versatility, is priced reasonably enough for most computer users to purchase....

To attempt to determine if this is feasible, I have made a list of "Practical" Dream Systems that could be configured from the major computers in the low/middle end of the market, and compared their features to make an objective opinion about which is the best. I ignored variables like operating systems and software, and concentrated on the actual computers' features and speed, the largest hard disk you could attain, and the best graphics that system could provide. While operating systems and software are a definite factor in a computer, I wanted to aim for the best hardware itself, to which you could add the other items.

All of the Practical Dream Systems shown cost from \$3000 to \$5000 dollars, since many surveys have shown that the majority of computer owners own systems that cost LESS than \$5000.00. Also, all of the Dream Systems should have from 1 - 2 Megabytes of RAM, since this is quickly becoming a requirement for applications software. For example, AppleWorks GS takes up 1.25 Megas of RAM just to boot up, and MultiFinder, as well as the Amiga's OS, need 2 Megas of RAM to be able to multitask several programs, as well as to run more smoothly. Since the main reason for a Practical Dream System is to provide more "bang for the buck", a large factor in deciding a system's worth will be its price/performance ratio, to see if

it meets the criteria for having "Power Without the Price"....

After doing some research, I found several configurations that could truly claim to be "Affordable Dream Systems". Shown in no particular order, here is my list:

(Warning: Do not be surprised by the Retail Prices Shown.)

System #1

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- Dell System 220 - Total Cost of System: \$3300.00 - \$4200.00 Dollars.

This IBM Compatible is a 20 MHZ 80286 system with 1 Megabyte of RAM onboard, 3 IBM PC AT expansion slots, a 3.5" 1.44 Meg disk drive, and a built-in EGA/VGA video controller board. Since this system already comes with a VGA Monitor, only a Dell 100 Megabyte Hard Drive would be needed to augment it.

However, since the cost of Dell's 100 Meg Hard Drive greatly raises the system's price, I have also shown the Dell 40 Megabyte Hard Drive, so as to provide a functional, yet less expensive option for the IBM's mass storage.

So with this system, you would have:

Dell System 220 with VGA Board/Monitor (Cost: \$2600.00)  
Dell 40 Megabyte Hard Drive (Cost: \$700.00)  
Dell 100 Megabyte Hard Drive (Cost: \$1600.00)

EGA Graphics Resolution: 640\*350 with 16 Colors out of 64

VGA Graphics Resolution: 320\*200 with 256 Colors out of 256,000  
640\*480 with 16 Colors out of 256,000

Faults with System: Somewhat too expensive for many computer owners....

System #2

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- Macintosh SE/30 with 2 Megs of RAM - Total Cost of system: \$5400.00

The Macintosh SE/30 has a 16 MHZ Motorola 68030 chip with a 68882 floating point math coprocessor, 1 Meg of RAM onboard, an Apple FDHD 1.44 Meg High Density Disk Drive which uses the SWIM (Sander-Woz Integrated Machine) Disk Controller chip to allow the Mac to read/write to MS-DOS and OS/2 formatted disks, and comes with the 120-pin O30 Direct Slot, a 32-Bit NuBus Expansion Slot specially made for the Mac SE/30 which, while functioning faster than the Mac II NuBus, is incompatible with both Mac SE and Mac II add-in boards.

To FURTHER enhance this system, I have added one of MicroTech Inc.'s MicroSnap MacDIP 1 Megabyte RAM boards, boosting system memory to 2 Megs, and DPI Inc.'s External 60 megabyte Hard Drive. Also, I decided to use the Mac SE/30 over the lower-priced Mac SE because oddly enough, there isn't a substantial enough price difference between the Mac SE and the Mac SE/30 to rule out the SE/30's superior processing speed....

So with this system you would have:

Macintosh SE/30 with 68882 Math Chip (Cost: \$4400.00)  
1 MicroTech MicroSnap MacDIP 1 Mb RAM Board (Cost: \$200.00)  
DPI Inc. 60 Megabyte Hard Drive (Cost: \$800.00)

Macintosh SE Resolution: 512\*342 in Monochrome Resolution.

Faults with System: Lacks a Color display, which is a terrible and glaring omission, and has a monochrome resolution which is only adequate at best. It is also a tad bit expensive, but considering its use of a 68030 unit and a 68882 math chip....

System #3

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- Amiga 500 w/SubSystem 500 - Total Cost of System: \$2620.00

The base system is an Amiga 500 with 512K of RAM, and 1 expansion slot which can be used as a cartridge port. Along with this would be a CSA Midget Racer add-in board, which has a 68020 chip running at 10.74 MHZ, and a SubSystem 500 from Pacific Peripherals, which allows the Amiga 500 to use two Amiga 2000 Boards. Also, a Megaboard 2000 from Progressive Peripherals having 2 Megs of RAM onboard, for 2.5 Megs total system RAM, and a 65 Megabyte Hard Drive from ABCO Inc., would be included.

So with this system you would have:

Amiga 500 w/color monitor (Cost: \$1000.00)  
CSA Midget Racer 68020 Accelerator Card (Cost: \$400.00)  
Megaboard 2000 Memory Card w/2 MB of RAM (Cost: \$600.00)  
ABCO Inc. 65 Megabyte Hard Drive (Cost: \$620.00)

Amiga Resolutions: (Not including Overscan)

320\*200 with 32 colors out of 4096  
320\*200 with 64 colors out of 4096 (Extra Half-Brite)  
320\*200 with 4096 colors at the same time (HAM Mode)

640\*200 with 4 to 32 colors  
640\*400 with 2 to 16 colors (interlaced)

Faults with System: Runs somewhat slow, considering that it uses a 12 MHZ 68020 chip....

System #4

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- Mega 2 ST w/JATO Accelerator Board - Total Cost of System: \$2850.00

This is a Mega 2 ST with 2 Megs of RAM, 1 Expansion Slot, and a Color and Monochrome Monitors. Along with this would be a Monitor Master from Practical Peripherals, to handle system use of both monitors, and a JATO 16 MHZ 68000 Accelerator Board from John Russell Innovations. Also, a JS-4096 Color board from JRI would be used, which allows specially written ST programs to display 64 Colors out of a 4096 color palette, as well as a 65 Megabyte Hard Drive made by ABCO Inc.

So with this system you have:

Mega 2 ST w/Color & Monochrome Monitors (Cost: \$2000.00)  
Practical Peripherals' Monitor Master (Cost: \$50.00)  
JRI 16 MHZ 68000 Accelerator Board (Cost: \$100.00)  
JS-4096 ST Video Board (Cost: \$75.00)  
ABCO Inc. 65 Megabyte Hard Drive (Cost: \$620.00)

Atari ST Resolution: 320\*200 with 16 Colors out of 512  
640\*200 with 4 Colors out of 512  
640\*400 with Monochrome Resolution

With JS-4096 Board:

320\*200 with 64 Colors out of 4096

Faults of System: Could use more expansion slots....

System #5

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- Apple IIgs w/TransWarp GS Accelerator Board - Total Cost: \$4170.00

The base system is an Apple IIgs with 512K of RAM, a 65816 chip which runs at 2.8 MHZ, 3 Expansion Slots, and a Color RGB Monitor. In addition to this, two peripherals made by Applied Engineering, the TransWarp GS Accelerator Board, which uses a 7 MHZ 65816 chip, and a GS-RAM Memory Card, with 1.5 Megs of RAM onboard, would be added on. Also, a Western Digital Preference 40 Megabyte Hard Disk is included.

So with this system you have:

Apple IIgs w/512K RAM, RGB Monitor (Cost: \$1650.00)  
TransWarp GS Accelerator Board (Cost: \$400.00)  
GS-RAM 1.5 Meg Memory Board (Cost: \$920.00)  
Western Digital Preference 40 Megabyte Hard Drive (Cost: \$1200.00)

Atari ST Resolution: 320\*200 with 32 Colors out of 4096  
640\*200 with 16 Colors out of 4096  
640\*400 with 4 Colors out of 4096

Faults of System: Is far too expensive for the features it provides....

Notice I did not mention products that are not shipping yet, like the 68030 TT, or products which have not been fully announced, such as Atari's new ST Laptop....

In Part I of this series, I have given a list of the best affordable systems to currently be found in the market, and shown their individual features. In Part II these "Practical" Dream Systems will be compared to each other, in order to determine the "best" one.

But based on this article alone, you could safely say that the Apple IIgs System is not a contender, given that the Mac SE/30 and IBM Dream Systems, both of which are in its price range, provide FAR greater capabilities than the IIgs system. Also, it seems that the Mac SE/30 System, while the most powerful Dream System on the list, may only be popular in the middle/high end of the microcomputer market, as it possibly is too expensive for many computer users in the low end of the market. The IBM Dream System is more balanced in this regard, as it is at once VERY powerful for a Practical Dream System, and is well priced. While it may not

be affordable to ALL low-end computer users, it still is inexpensive enough for a significant part of the low/middle end of the market.

However, it seems that the TRUE competition in this field is between the Amiga 500 System, which comes out surprisingly strong, as it is VERY versatile, as well as being the least expensive system, and the Mega 2 ST System, which also has powerful capabilities, and is relatively inexpensive. Both of these systems pass the "Power Without the Price" criteria with flying colors, being affordable to the majority of computer users while being powerful Dream Systems. It seems that determining which one is the better system (in respect to the systems' hardware capabilities) should be very interesting indeed....

But ponder, if you will, these two questions:

- 1) Do home/small business users truly need Dream System capabilities in their computer systems, and if not, what DO they need?
- 2) Will low/middle end microcomputers ever become indistinguishable in capabilities to high-end microcomputers?

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CPU Addendumâ ¢

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The Mac Clones are Coming....

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While CPU Report has always tried to make its articles be as accurate and informative as possible, sometimes certain information appears after a given article has been published in ST Report that, while being necessary to the full information of the given topic, does not contain enough data to be featured in CPU Insights or CPU Systems Roundup.

In order to solve this dilemma, CPU Report is making a new feature, called CPU Addendum, which, whenever necessary, will provide additional information on a topic covered in a previous issue of CPU Report. This article features new information on developments surrounding C.E.K.A.'s new ROM chipset, which clones the Apple 128K Mac ROMs.

As stated in last week's article, C.E.K.A. is cooperating with some of the biggest computer makers in the US to develop Macintosh Clones based on the C.E.K.A. 128K Mac ROMs. However, C.E.K.A. is also working with foreign corporations, as a couple of Japanese companies, including Mitsubishi, have (according to C.E.K.A.) shown prototypes of their own Macintosh Plus Clones, which use the C.E.K.A. chipset. C.E.K.A. also says that Mitsubishi may start manufacturing its Mac Clones within the next few months....

However, many of the companies C.E.K.A. is cooperating with are putting the thrust of their research in developing Mac SE/30 and Mac II Clones, as C.E.K.A. is currently developing a Clone of the Apple 256K Mac ROMs. James McHugh, President of C.E.K.A., has said that it will have finished development of their 256K Mac ROM chipset by the Third to Fourth Quarter of 1989. By this time, according to C.E.K.A., these companies should have completed development of their Mac II clones, ready to start

production in Early 1990....

C.E.K.A. has also given news about its own Macintosh Clone, based on the C.E.K.A. 128K Mac ROMs. C.E.K.A. says that this Mac Plus Clone will have 1 Meg of RAM onboard, use a 12 inch monochrome monitor, and possibly have 128K of Dual-Ported Video RAM built-in, with a cost of 800 to 1000 dollars. Since many of the companies it is cooperating with are planning to market Mac Clones in the US, C.E.K.A.'s system will not be available domestically. However, it is negotiating with Distributors in many countries, including Canada, England, France, and many other European nations, so as to market its Mac ROMs/Clones internationally. C.E.K.A. is also making plans to sell its Mac Clones in Warsaw Bloc Nations such as Poland, Yugoslavia, and the Soviet Union itself. The reason C.E.K.A. is able to do this is because the State Department, while prohibiting the sale of APPLE Macintoshes to Warsaw Bloc nations, did not prohibit the sale of Apple Macintosh CLONES to those countries. But then, this statute was made when there WERE no Mac Clones....

When its Mac Emulator for the Atari ST becomes available, C.E.K.A. will provide documentation for it which details the modifications that need to be made to Avant Garde's PC Ditto II board, JRI's 16 MHZ Accelerator board, or any other peripheral for the Atari ST which is installed via the ST Motherboard, so they will work properly with C.E.K.A.'s Mac Emulator when installed in the same system. Before recently, C.E.K.A. had said that its Mac Emulator would not work with PC Ditto II, since they both were installed in the same manner...

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CPU REPORT CONFIDENTIALâ ¢

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Cupertino, CA ----- Apple Corp. has announced the Apple II Video Overlay Card, a new Genlock board for the Apple II and IIgs that allows users to "overlay" Apple graphics onto external NTSC video signals in a number of ways, for supporting desktop video applications. Cost: \$500.00 - \$800.00.

Irvine, CA ----- Advanced Logic Research is shipping the MicroFlex 7000, which, while being one of only a handful of IBM Clones on the market using the MicroChannel bus architecture, is also the second MicroChannel system to use the 25 MHZ 80386 chip, joining IBM's PS/2 Model 70-A21. So as to run even faster than the Model 70, the MicroFlex 7000 uses 64K of Static RAM as a memory cache, and even though it does use a 32-bit MicroChannel bus, it also has a 64-bit bus to interface the memory cache with the main system memory.

Palo Alto, CA ----- The ANSI X3J3 Subcommittee is developing a new ANSI standard for the FORTRAN programming language, so as to upgrade the ANSI Fortran 77 standard. Called Fortran 8X, the new ANSI Fortran standard will improve Fortran 77 in MANY ways, such as adding dynamic data structures, new rules for numeric precision, enhanced array operations, and user-defined data types to the FORTRAN language.

Given that designing such standards is a VERY large endeavor, ANSI expects to have its final proposal for Fortran 8X ready by the Third Quarter of 1989. However, since ANSI must integrate its FORTRAN proposal with the FORTRAN standard being developed by the ISO (or International Organization of Standards), Fortran 8X probably won't be ready before 1990....

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> MACE EXPO STR NewsPlusâ¢  
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#### Michigan Atari Computer Expo Show Report

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May 6 and 7, 1989

by Hank Scheib,  
STReport Online Magazine  
NE Representative

"The show was labeled a success by both exhibitors and attendees," said MACE convention coordinator Pattie Rayl. "At least one vendor told me they sold more product on the first day of the Expo than they had at both days of the World of Atari show in Anaheim. I saw many people leaving the Expo with complete systems in their arms and smiles on their faces. The only complaint I heard from attendees was 'I should have brought more money!'"

Bargains weren't the only thing to be had at the show. There were many exhibitors showing off the latest versions of software or hardware products and taking upgrade orders or answering questions. Wayne Buckholdt at the SofTrek booth was "wowing" the crowds around his booth with graphic demonstrations of the amazing speed improvements available in the newest version of Turbo ST. Owners of Turbo ST will be able to upgrade to this vastly improved version by sending SofTrek \$20 and their original disk. This update dramatically increases the GEM drawing routines for boxes, circles, text and screen re-draws.

The Canadian firm of DataFree was also impressing showgoers with their 16 Mhz board for the ST. A prototype of the board was available for people to experiment with, and DataFree anticipates their board will be available in the next few months after the addition of minor changes like a small LED and switch to indicate when the board is activated.

Next to DataFree was Chuck Steinman's DataQue booth displaying the Turbo816 16bit upgrade board for the Atari 8bit computer line. Not only were 8bits available for demonstration, but Chuck was showing an 8bit with cover off to show the exact installation of the board. DataQue was mostly

taking names of people interested in more information about the board and a few advanced orders.

Gribnif, the creators of NeoDesk, were also showing off their latest and greatest version. The latest edition of NeoDesk allows for the creation of unique icons for each program on your desktop, as well as replacing the desktop with a NeoChrome or DEGAS picture! Gribnif was offering upgrades to people who already owned NeoDesk by a simple exchange of original disks.

A small Canadian company called Family Detective was offering showgoers a free lesson in programming in Logo. It seemed mostly children were interested in this booth.

Gordon Mella from WordPerfect was kept very busy discussing their word processor with people at the show. "I'm very encouraged by the interest shown here for WordPerfect. In the past, production on the ST version was halted, but I have hope this will change, especially if there is the Atari push as we've been promised."

Representing Atari Corp. at the Expo were Doreen Needham and Dave Horton from Inacom from Columbus, OH. Atari Canada was represented by Julius Oklamcak and Sailesh Patry, from the Marketing and Technical Support Divisions. Atari's MIDI representative for the MidWest Area, Mike Groh, was available and participated in a well-attended seminar on MIDI and the Atari ST.

MIDIMax was on display at the CodeHead booth along with HotWire, their new ST shell utility that allows easy loading of programs with a keystroke. ICD was showing off their harddrives and sold out of their supply for the show of SpartaDOS X cartridges!

MichTron had a show deal on their updated Fleet Street Publisher and those were selling like hotcakes! AccuStar, in the booth next to MichTron, was showing off their ST game SwiftStar. Alpha Systems's booth was busy with showgoers looking at and purchasing their programs for the ST and the 8bit Atari computers.

Innovative Concepts was displaying their products for the 8bit and had lots of 8bit hardware for sale at bargain prices. Nice & Software, from Canada, was showing their barcode reader hardware and software package for the ST. Scorpion/MicroDaft was doing a brisk amount of sales of their ST and 8bit games. They were even selling packages of the games they demonstrated at the last Atari show in the area! Electronical Software was demonstrating their 8bit programs and Hurricane Systems was demonstrating their hard drives. Index Legalis was selling their Atari ST Book and Unicorn Publications was selling copies of the Atari Interface Magazine and their Dungeon Master hintbook, The Lost Scrolls of Mt. Anaias.

There were dealers at the show offering great deals on hardware and software. Local dealers included Rite Way Computers, Sector One, Rentertainment and Basic Bits 'n' Bytes. Joppa Computers, Cal Com, Inc, both from Maryland, and Mars Merchandising, from Illinois, were dealing and making many show attendees happy. Many people left the show with new Atari systems and software to play with once they had the system home!

With the conclusion of the Michigan Atari Computer Expo, MACE (Michigan Atari Computer Enthusiasts) has held two computer shows without much aid from Atari Corp. itself. The first show was the TariCon '84 where Atari Corp. did not attend, but "TariCon was the best show I've ever been too," said George Morrison of Alpha Systems. "I expected there wouldn't be much

activity at our booth, but we were swamped all day long! No show has been better than that one was!"

"The general feeling I have gotten from the exhibitors at the Expo is satisfaction with their product sales, satisfaction with the arrangements MACE has made for them and satisfaction with the whole show," said Pattie Rayl. "This gives myself and the other officers of MACE a great deal of satisfaction. It's satisfying to do a good show, and doublely so when it's been a long time since MACE itself was the host of a show."

#### Summary

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In general, the show was very successful and well planned. Everything that most folks expected was there including the two representatives from ATARI to answer questions. As far as the new goodies from Atari, NONE were on display (awww-ww) but they seemed willing enough to talk about the new product lineup. Oh well, at least we CAN say that they were there.

On the other hand, the MOST visited booth was the CODEHEAD Software people...Charles F. Johnson and John Eidsvoog. These guys were the hit of the show. Very friendly and courteous. They were demonstrating some of their newest software including the late release HOTWIRE. We managed to get Charles to let me take his picture, so for those of you who really want to know what he looks like, just let us know and I will shoot a copy of it to you. If folks wish, we can digitize it and send it around the bbs's. (Just kidding Charles <grin>...) Charles DID say that the latest version of Archshell that he has released is version 1.98-1. So for those of you who have version "2.XX" Charles said that it's the best way he knows of to send a virus around and recommends that you trash it immediately. He was saddened to hear that the 'bogus' version was out bbs's.

One of the other hits of the expo was Rick Flashman of Gribnif Software sporting their latest release of NEODESK v2.03. Lemme tell you, this program is hot to trot! I liked it so much that I bought it from him after only a minute or two of demonstration. BTW, for those of you who are registered owners, the upgrade to version 2.03 is only \$3.00 plus S & H. It has the latest features including a new 'snap to grid' function that is pretty neat. Also improved in this version was the scroll speed. So fast you cant believe it. It has me asking myself if I really AM running these old roms. Rick was also kind enough to give a one hour lecture on the finer points and uses of the new Neodesk. The room was packed to SRO during this one folks. Everyone was interested and fascinated by this really new desktop alternative.

If you'd like more information on MACE,

please write:      M.A.C.E.  
                        PO Box 2785  
                        Southfield, MI 48037

Dues are \$20/yr per family, and includes access to one of the largest 8bit libraries and growing ST library as well as the monthly Atari user's magazine, the Atari Interface Magazine.

Ed Note: Hank got a "Signature Edition" of Multi-Desk from Charles.

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> Dungeon Master STR Focusâ ¢

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Dungeon Master

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The Game...The Accessories

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by William Y. Baugh

This month I wanted to return to 1987 and take another look at THE BEST game ever written for the ST (and possibly any computer), Dungeon Master, and the impact it has had so far on the ST world. Never before has a game enveloped such a broad spectrum of features, has created such a stir, or has been compelling enough to cause all of us to lose many a nights sleep wanting to progress just one level further. FTL deserves high praise for such an endeavor; producing a game with an extremely friendly, easy to use interface, real-time play and spectacular graphics (Did you know that DM graphics were drawn on NeoChrome?) to create a totally separate and remarkable world where you may live out the life of a fantasy hero. To me, DM is like living an Infocom game or a favorite book; you have the puzzles and other difficulties (such as monsters) to deal with, but you are actually seeing them on screen and in real-time. You don't have the time to sit and ponder the situation, or turn the page to see how it comes out...you hold your own destiny. It should also be noted, as to the extreme quality of the game, that no other game produced since the release of DM two years ago even comes close to being the game DM is.

Since the popularity of the DM is so great, a plethora of help files on the major services appeared giving hints, advice, maps, spells, etc. To add to these are two books that help to make your adventuring life much, much easier. The first is the Secrets Of Dungeon Mastery from FTL. This book was transcribed from The Late Sir Edvarg the Unfailing's records of his travels through the treacherous Dungeon. Throughout his records, Sir Edvarg gives hints and types on "Choosing your Compatriots" and gaining skill levels, to strategies on good and bad ways to confront the enemy. The book gives mainly hints on matters concerning Mana and maps. Sir Edvarg does give a short lecture on the aspects of mana and how a spell is given, but this is all, no spells or spell lists. The same goes for the mapping. There is a short session on how to map mazes by following either the right or left walls, but no maps. In short, this is great! You have all the knowledge you need, without someone actually pointing out every little aspect of the game. The second book is just the opposite. The Lost Scrolls of Mount Anaias is also a help book, but does not leave much to the imagination. It has explicit hints, maps and a spell list to help you on your way. Also, the authors take each level separately and give hints and advice on winning your way through. This really comes in handy for the fourth level and below. The fourth, if you remember, is the dreaded worm level that everyone I know has had trouble with. The authors suggest using the DM Two-step; that is while facing the

monsters you "move out of their sight by sliding sideways then turn to face the spot you were standing in before you moved." This only works for wide areas (at least two spaces wide) but does work effectively, especially against the worms.

Both books are written extremely well; with the book from FTL being a little more on the professional side. I would recommend this book to every beginner in that you have all the necessary tools to get started, without knowing too much. The second book is excellent for after you've tried playing and are completely frustrated or if you have completed DM and are looking for items missed or a new twist to the game.

There are also a DM editor that lets you edit the existing levels and another program that gives you online help!.. "With the editor you may open doors, create doors...change most everything with the game. If you have the patience you may create an entirely new level! This is definitely the ultimate in "cheat" files for DM. The online help program I only saw once, but it allowed you to get help anytime by just pressing a button. This sounds nice, but I can't say more having just seen it briefly.

I know that I, along with thousands of others, are longingly awaiting the release of Chaos Strikes Back. Some people voiced disappointment that the game was not released during Christmas of '88. I think that it is admirable of FTL to take the project back in and do it up right. There were rumors that Chaos was just going to be an addition to the existing levels of DM. It seems now that FTL is going to make another full blown game rather than a continuation of the old one. This is great in two ways: First, it will most probably give all of the DM fanatics a terrific new game, with more challenges and features than the original DM. (FTL hasn't failed us yet!) Secondly, it shows that FTL does care about its releases and that the user base has a voice. I think most of us would rather see a new program...

So, if you haven't played DM in awhile; dust off the disk and pop it in...it's still the best that has yet come along for the ST. Also, if you need help, check out the two books. They are excellent references for an excellent game.

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> Atari Stock ~ STReportâ ¢  
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THE TICKERTAPE  
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by Glenn Gorman

ATARI Corp. has been quoted as one of the stocks, on the American Stock Exchange, to watch. So, I've been keeping track of it and thought that

others would also be interested.

Atari Stock rose by 1/8 of a point on Monday, up 1/8 on Wednesday and down 1/8 on Friday. Finishing up the week at 6 1/2 points, up 1/8 of a point from last Friday.

Glenn Gorman

ATARI STOCK WATCH					
Week 05-01 to 05-05					
	Monday	Tuesday	Wednesday	Thursday	Friday
Sales	574	250	397	737	284
Last	6 1/2	6 1/2	6 5/8	6 5/8	6 1/2
Chg.	+1/8	----	+1/8	----	-1/8
From > THE CAVE ST BBS <> 609-882-9195 <> 300//9600 HST <> F-NET #351					

> STOCK REPORT STR NewsPlus ¢

: Atari's 1988 Report to Stockholders :

To Our Shareholders: For Atari Corporation, 1988 was a year that included both a sales growth of 25 percent for the continuing operations of computers and video games, and the decision to declare the Federated Group, our retail division, a discontinued operation.

During the year a number of steps were taken to resolve the difficulties associated with our retail business. While efforts were made to reduce losses, the turnaround was slower than anticipated. To insure that Federated would no longer have a negative financial impact on Atari, we recorded a forth quarter charge related to the retail division in excess of \$100 million. From an accounting viewpoint we regard this division as a discontinued operation. We are now considering several options including sale, spinoff, or a leveraged buyout of Federated.

Sales from continuing operations increased by 25% from \$362.6 million in 1987 to \$452.2 million in 1988, principally due to increased sales of Atari ST computers and the new range of Atari PC compatible products. In 1988, 65% of total sales were in Europe compared to 56% in 1987.

The loss of \$84.8 million in the year ended December 31, 1988 consists

of income from continuing operations of \$39.4 million from the computer and video game division less Federated related losses and charges of \$124.2 million. The Company wrote off its investment in Federated and provided for additional anticipated financial obligations arising from the disposition of Federated.

Computer sales were constrained by the unexpected and protracted shortage of D-RAM (Dynamic Random Access Memory) components. This shortage directly impacted our ability to supply existing markets and expand into new markets. In order to maintain our strong position in the European market, we did not raise prices despite increased component costs caused by the shortage. This decision was based on long term factors; in the short term margins were reduced. It now appears that the D-RAM shortage is finally easing. This will allow for expansion of existing markets and entry into new ones.

During the second half of 1988, we began shipping the 80286-based PC4 and 80386-based PC5 personal computers into Europe. Atari is committed to the PC compatible market. In the year ahead we will introduce new and exciting models. These systems are being developed at our newly established product engineering facility in Braunschweig, West Germany.

Sales of our Atari ST personal computers remain strong, and the library of software for these popular systems continues to grow. Thousands of programs are available now for scientists, students, doctors, publishers and the other ST owners on every continent.

Last year, both the 520ST and the 1040ST were selected as "The Best Home Computer of the Year". This prestigious award is made annually by an international panel of experts representing major computer magazines from ten different countries. These publications include: Personal Computing (USA), Practical Computing (Great Britain), CHIP (Italy), svjet komjutera (Yugoslavia), komputer (Poland), Chip-micros (Spain), ASCII-Magazine (Japan), CHIP (Germany), Impulzus (Hungary), soft et micro (France).

While our video game business in Europe, Australia and the Far East continued to grow, our progress in the United States was interrupted by the unfair monopolistic practices of Nintendo of Japan and Nintendo of America. During the year, these companies illegally prevented many independent developers from freely marketing their products through unfair exclusive performance arrangements. Atari Corporation has recently brought suit against Nintendo for their antitrust practices.

Despite the illegal efforts by Nintendo, U.S. distribution of the Atari 2600 and 7800 systems increased last year with the addition of such American retailers as Sears Retail, Hyperstore, a division Walmart, Rose's Department Stores, and a growing number of smaller, independent toy stores. Software continues to drive this business. Accordingly, thirty-five new game titles were released during 1988.

Plans for the coming year include an aggressive software acquisition and development program aimed at securing and creating new arcade and original games. The most innovative Atari video game system ever is scheduled for release in 1990.

Keeping pace with our expansion plans, Atari Germany and Atari France are preparing to relocate to larger facilities. Our newer subsidiaries, such as Atari Australia, have already begun to expand the Atari brand in their countries. The two largest school districts on the continent, New

South Wales and Victoria, have already standardized on the Atari 1040ST as the computer of choice. The video game business is experiencing a resurgence down under, and our 2600 has become Australia's number one selling video entertainment product. Additionally, Atari is now selling directly in New Zealand and Scandinavia. In Spain and Mexico we are experiencing increased sales of both video games and computer products. Our XE line of 8-bit computer systems is extremely popular throughout Eastern Europe, and most recently, has begun to appear on retail shelves in the Soviet Union. The 2600 video game system is now being offered in the People's Republic of China.

The future for Atari is very bright, indeed. A great many positive and promising developments occurred during the past twelve months. Among the products we will be bringing to market in 1989 are:

Atari PORTFOLIO. The Atari PORTFOLIO is a hand held personal computer that uses a DOS 2.11 compatible operating system. Not a laptop, this true personal computer measures just 7-inches by 4-inches and is about 1-inch thick. It has a built-in diary, address book/telephone tone dialer, Lotus 1-2-3 file compatible spreadsheet, and an editing program. The PORTFOLIO features a large, legible 'Supertwist' Liquid Crystal Display, a familiar QWERTY keyboard layout, and an expansion connector for optional peripherals. This hand held portable uses removable memory cards the size of a credit card for storage of programs and data.

ATW. The Atari Transputer Workstation (ATW) is a powerful personal graphics workstation with a palette of over 16 million colors. The system is designed around the Inmos T800 microprocessor which has a sustained performance of 1.5 million floating point operations per second (MFLOPS). The ATW features video resolution of up to 1280 x 960 pixels and has a dedicated graphics co-processor. By exploiting the ATW's parallel processing architecture, more power can be added as needed for the job. The Helios operating system allows distribution of tasks across a network of ATW's. The user interface is the industry standard X-Windows.

Atari PC4. Our Atari PC4 is a 12 MHz Intel 80286-based PC/AT compatible personal computer. The system includes a high performance video subsystem, a high-density floppy disk drive, a 44 megabyte removable cartridge, 2 serial ports, and a parallel printer port. Its VGA video can accommodate a variety of analog and digital monitors.

Atari TT. The 68030 based Atari TT will be the newest member of our flagship line. In addition to running existing ST software, the TT can also run the industry standard Unix operating system with the X-Windows graphical user interface. This powerful computer features stereo sampled sound and six video resolutions, up to 1280 x 960 (monochrome) and 640 x 480 (color), from a palette of over 256,000 colors. The TT will be able to interface to the outside world through industry standard SCSI, VME, MIDI and RS-232 ports. Local Area Networking (LAN) comes standard on the TT system and Ethernet will be available to further enhance this product.

Atari MEGAFILE 44. The MEGAFILE 44 brings the convenience of rugged removable data cartridges to the Atari ST and MEGA series. Each 44 megabyte cartridge is only half and inch thick, allowing you to easily transport data from one system to another or to lock away sensitive information.

Atari STACY. This is our ST compatible laptop model. With 1, 2, or

4 megabytes of usable RAM, the portable STACY computer features a 640 x 400 Supertwist LCD, and is fully compatible with the ST and MEGA series of computers and peripherals.

Our products, both present and planned for release in 1989, provide an arsenal of computing power to meet the broadest range of needs for our constantly growing computer-oriented world.

Atari has two primary objectives in the year ahead. The first is to complete the disposition of the Federated Group, which will be done as smoothly and quickly as possible. The second major goal is to concentrate on our continuing operations. We plan to introduce new, exciting products and expand in all markets.

With the continuing dedication of our employees and support from our shareholders and vendors we look forward to future profitability and success.

- \* - \* -

An interesting goodie found; the following item from the FORM 10-K.

	Charged to costs and expenses for year ending		
Item	Dec 31, 1986	Dec 31, 1987	Dec 31, 1988
Advertising	\$13,742	\$21,692	\$35,770

The above numbers are "in thousands", so add three 0's. Atari spent over 35 million in advertising in 88.  
(Must have been a lot overseas, eh?)

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> ST REPORT CONFIDENTIAL ª

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- Orem, UT

\*\*\*\*\* WORDPERFECT TO RELEASE ST UPGRADE! \*\*\*\*\*

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According to a reliable source, Wordperfect Corp. has completed it's work on the rumored upgrade and it is due to be released Mon. May 15, 1989. Additionally, they are in the preliminary stages of version 4.2 for the ST and although no release date is set, it's nice to know WP is still there! The release upgrade will support Postscript/Ultrascript and has a NEW Diablo driver. Also, it supports the extended character set.

- Sunnyvale, CA

\*\*\*\*\* UNLIMITED PARTITIONS - GIGABYTE SIZE! \*\*\*\*\*

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This version of HDX and AHDI offer the following NEW features:

- unlimited number of partitions.
- partition size up to 32760 LOGICAL sectors.
- cluster size of 2 LOGICAL sectors.
- LOGICAL sector sizes of 512 bytes, 1024 bytes, etc.  
(i.e. 1, 2, etc. PHYSICAL 512 byte sectors).
- support for MEGAFILE 44.
- allows multiple Operating System usage

The above mentioned enhancements are compatible with all versions of TOS, providing the new AHDI is installed. Once again, we are clearly shown by performance that Atari is on the move and providing software capable of keeping up with the advancing technology.

- Sunnyvale, CA

\*\*\*\*\* ST + Machine STILL A RUMOR \*\*\*\*\*

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The "fabled" ST-Plus version of our favorite computer is still just a rumor even with the alleged "sightings". The so-called sightings are nothing more than someone trying to look like they are "in the know". The exact design and direction of the Plus series has yet to be decided and therefore, there is no way this thing is even in production. There have been however, a number of 2080 STs sold, (thats right 2080ST). A 2080ST is a 2mb 1040 type-style machine. (also on hold). The Plus version is a blitter, 8 voice, stereo output version with 4096 colors. Just how and in which configuration has not been decided yet.

- Orem, UT

\*\*\*\*\* HONEYMOON OVER FOR WP and AMIGA \*\*\*\*\*

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Word Perfect, "cancelled PlanPerfect for the Amiga and put on hold any plans for a major revision to WordPerfect...This week we [WPCorp] took five programmers from the Amiga group and moved them to OS/2 or Unix. That left two programmers to maintain (fix the bugs) in the current versions of WordPerfect and Library." Their "Amiga sales have fallen off to less than \$20,000 per month." They needed "to sell in the \$70,000 range to break even each month. Until recently sales have been about \$30,000-\$50,000 per month." The writer of the quoted message wonders "what Amiga sales are right now." Sound familiar? Note, though, that there's no accusation of piracy similar to the one ST owners suffered in similar circumstances.

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> Videotape STR Spotlightâ ¢

=====

SPECIAL OFFER ----- SPECIAL OFFER

A VIDEO TAPE - T-120 - WORLD OF ATARI SHOW

\$12.95 ea

ENJOY SEEING THE FACES BEHIND THE GREAT PRODUCTS!  
LISTEN TO THE FABULOUS SOUNDS OF THE ATARI/HOTZ KEYBOARD!  
CRYSTAL CLEAR, "LIVING COLOR", VIDEO TAPE OF THE SHOW!

See why you should be at the NEXT show YOURSELF!

Send \$12.95 for each copy of the VHS tape to:

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PO Box 6672  
Jacksonville, Florida 32205-6672

The Video tape was made by R. Sqro.

NOTE...this is not a commercial venture the 12.95 represents the cost of  
the tape, duplication, mailer, postage and insurance.

## NOTICE

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We now can offer to the readers of STReport a video tape of the complete seminar given by David Small at the Anaheim Show.

> STReport InfoFileâ ¢

ABCO COMPUTER ELECTRONICS INC.  
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(A FULL YEAR of COVERAGE)

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> WOA STR Spotlightâ ¢  
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World of Atari  
is coming to Dearborn, Michigan

June 24 - 25, 1989

Hyatt Regency Dearborn

Make your plans to attend this  
great event for Atari users

\*\*\*\*\*

Call (800) 842 - 9034 to make Hotel and Airline Reservations  
and receive FREE admission tickets when you call this number.  
(Chicago residents can receive round trip airfare as low as \$38)

Call (503) 673 - 2259 [ST World magazine] for show details.

---

- o The STacy laptop will be shown at the show.
- o Atari Corporation will have 10 - 15 representatives and a large booth at the show.
- o Most products and developers (including 15 new developers) at the Anaheim, CA show will also be at the Dearborn, MI show (i.e., David Small with Spectre 128 and Bill Teal with pc-ditto II).
- o TOS 1.4 conference and other Atari SURPRISES.
- o Larger show area than the Anaheim, CA show.

DON'T MISS A SECOND CHANCE TO ATTEND THIS GALA EVENT!!!

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> HST # 1 STR FOCUSÂ ¢

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U.S. ROBOTICS, INC.

BULLETIN BOARD OPERATOR PROGRAM

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Since the introduction of our Courier 2400 modem, Bulletin Board Operators around the world have played an important role in the success of U.S. Robotics, Inc. Thousands of modems were sold to Bulletin Board Operators during the product's first year. Since then, the ever-increasing demand of U.S. Robotics' products in this most demanding application has served as an important testimony to our products' strength. The support and confidence which bulletin board operators have shown in U.S. Robotics has allowed us to become a leader in the data communications field. Our success has allowed us to continue to provide the bulletin board community with high quality modems at a favorable price.

You must currently be operating a bulletin board system in order to participate in this offer. Buyers must sign the attached order form as an acknowledgment and acceptance of the terms outlined below. If you are prepaying your order, please enclose this agreement and order form with your payment.

TERMS:

1. The bulletin board system operator purchasing products under this offer (the "Buyer") hereby warrants and represents that he/she is currently operating a bulletin board system, and that the product(s) are being purchased for Buyer's own use in operating

this system and not for resale.

2. Buyer understands and agrees that the number of U.S. Robotics products purchased under this offer is limited to the number of working data lines connected to Buyer's bulletin board system. Products purchased must be used with the data line numbers listed on the attached order form. Should these numbers change, Buyer agrees to promptly notify U.S.Robotics.
3. Buyer agrees to post an appropriate notice visible at the start of log-on to the bulletin board which states that the system is using a U.S. Robotics modem(s).
4. Buyer intends to continue operation of the bulletin board system for at least six (6) months from the date of this order.
5. PREPAYS: Buyer understands that no product will be shipped until the attached order form and questionnaire have been completed and returned to U.S.Robotics and personal or company checks have been cleared through our bank. Buyer understands that orders placed by the attached order form cannot be changed after the order has been submitted. Please allow TWO TO THREE WEEKS for delivery. Send order forms to:

U.S.Robotics, Inc.  
Attn: Sysop Support Program  
8100 N. McCormick Blvd.  
Skokie, IL 60076

U.S.ROBOTICS BULLETIN BOARD OPERATOR SUPPORT PROGRAM

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\*QUESTIONNAIRE\*

Daytime Voice Phone Number(s)with Area Code:

1. ( )
2. ( )

BBS (DATA) PHONE NUMBERS:

1. ( ) 3. ( )
2. ( ) 4. ( )

WOULD YOU LIKE TO BE LISTED IN THE USROBOTICS' BBS DIRECTORY?

Yes \_\_\_\_\_ NO \_\_\_\_\_

Name of BBS: \_\_\_\_\_

Alias if any: \_\_\_\_\_

Hours of BBS Operation: \_\_\_\_\_

Types of BBS Software used: \_\_\_\_\_

Special Topics addressed by your BBS: \_\_\_\_\_

Type of unit currently using: \_\_\_\_\_

Baud Rate: \_\_\_\_\_

Please give us an account number, name and password to log on to your system. \_\_\_\_\_

Company Name: \_\_\_\_\_

Company Address: \_\_\_\_\_

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Any additional information may be left in the space below.  
Please BE CERTAIN that you left the correct BBS Data phone  
number(s), as without them your order can not be processed.  
If we need a password or user status to log onto your board,  
please leave that information below as well. ONCE AGAIN,  
PLEASE BE SURE ALL INFORMATION IS CORRECT, ONCE AN ORDER IS  
PLACED IT CAN NOT BE CHANGED!!!

PREPAYS: BY SIGNING BELOW, BUYER AGREES TO ALL OF THE TERMS AND  
CONDITIONS SET FORTH ON THE FACE AND REVERSE SIDE OF THIS ORDER.  
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WILL CONTINUE TO ADHERE TO THE TERMS CONTAINED IN THE ATTACHED  
AND, FURTHER, THAT IT WILL PERFORM THE UNDERTAKINGS SET FORTH  
THEREIN.

COD: By completing this order form, the buyer acknowledges and  
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CANADIAN ORDERS: Canadian sysops may order directly from U.S.Robotics  
(800-553-3560 Canada only) or you may also contact Canada Remote Systems  
to place your order, at 1-800-384-1901 or 416-231-2383.

INTERNATIONAL: Please contact U.S.Robotics, Inc. for additional  
shipping charges. All Orders MUST be PREPAID.

Accepted on \_\_\_\_\_, 19\_\_\_\_

Buyer

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US Robotics, Inc.

Type or Print

By \_\_\_\_\_

Signature

By \_\_\_\_\_

Signature

BULLETIN BOARD OPERATOR SUPPORT PROGRAM  
EFFECTIVE MAY 16, 1988

The products available under this program are:

MODEL	SUGGESTED LIST	SYSOP COST	QUANTITY	SUBTOTAL
* Courier Dual Standard	\$1,595.00	\$725.00	_____	_____
* Courier V.32	\$1,495.00	\$695.00	_____	_____
Courier HST (9600 w/MNP5)	\$995.00	\$495.00	_____	_____
Courier 2400e (w/MNP5)	\$699.00	\$299.00	_____	_____
Courier 2400	\$499.00	\$269.00	_____	_____
Courier 2400 pc (w/MNP5)	\$549.00	\$255.00	_____	_____
Courier 2400 p/s (w/MNP5)	\$599.00	\$299.00	_____	_____

\* New Models Available January, 1989

ILLINOIS CUSTOMERS ADD 7% SALES TAX	_____	_____
SHIPPING	_____	_____
TOTAL ORDER	_____	_____

A \$13.00 minimum charge, per modem, for shipping and handling is added to all orders. If you would like UPS BLUE label (2nd day Air) please add \$18.00, per unit, for shipping. If you would like UPS RED label (overnite transportation) please add \$25.00, per unit, for shipping. Orders shipped within Illinois are subject to a 7% sales tax. Shipping charges to Hawaii and Alaska require a Blue Label minimum charge. International shipments vary depending upon destination. Consult a USRobotics Sales Representative prior to ordering 312-982-5001. PLEASE ALLOW 2 TO 3 WEEKS FOR DELIVERY.

SOLD TO: (Please print or type) Order Date\_\_\_\_\_

Customer Name \_\_\_\_\_

Customer Address \_\_\_\_\_

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Shipping Address(If Different from above) \_\_\_\_\_

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PAYMENT TERMS:

A personal or Company check will be accepted on a pre-paid basis only.

CHECK ONE:  COD payment must be made by the following: Cashiers Check, Money Order, or Cash.  
 Prepaid, Cashiers Check, Money Order or Cash.  
 Pre-paid, Personal or Business Check #\_\_\_\_\_.

> A "QUOTABLE QUOTE"â ¢

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"PEOPLE WHO MAKE THE NEWS ARE  
NOT NECESSARILY FRIENDS OF SOCIETY!"

"ATARI IS BACK!"

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